

LIST OF CLAIMS / AMENDMENTS

Claims 2-3, 9-10, 23-26, and 28-43 were canceled previously.

Please cancel claims 7 and 27 without prejudice.

Please amend claims 1, 4-6, 8, and 11-22 as shown herein.

Please add new claims 68-73 as shown herein.

Claims 1, 4-6, 8, 11-22, and 44-73 are pending and are listed following:

1. (currently amended) One or more computer readable media comprising computer executable instructions that, when executed as a script file, direct a computing-based audio generation system to: A script file to manage an audio generation system, the script file comprising:

initiate an audio rendition of a video event when, during execution of a text section of the script file, a text label designates when to initiate the audio rendition from audio content maintained within the script file, the audio content being identified in the script file with a content label corresponding to the text label, where the audio content is auto-referable and generated as the audio rendition without a reference in the text section to identify a location of the audio content, and without an instruction in the text section to render the audio content; and; a text section that includes a text label to designate a point during execution of a script sequence when an audio rendition of a video event is to be initiated, the text section further including an instruction set configured to

instantiate one or more audio processing components of the computing-based audio generation system that are configured to generate the

1 audio rendition corresponding to the video event, an individual audio processing
2 component having interface methods that are callable by the script file;~~—a~~
3 ~~container configured to maintain audio content within the script file, the audio~~
4 ~~content identified in the container with a content label corresponding to the text~~
5 ~~label, where the audio content is auto-referable and generated as the audio~~
6 ~~rendition at the designated point during execution of the script sequence, the audio~~
7 ~~content being generated without a reference in the text section to identify a~~
8 ~~location of the audio content, and without an instruction in the text section to~~
9 ~~render the audio content; and the one or more audio processing components of the~~
10 computing-based audio generation system ~~including being instantiated as a~~
11 synthesizer component to process audio instructions to generate streams of audio
12 wave data, audio buffers to process the audio wave data, and logical buses that
13 each correspond to one of the audio buffers, where each of the multiple streams of
14 audio wave data are assigned to one or more of the logical buses such that a
15 logical bus receives one or more of the streams of audio wave data from the
16 synthesizer component and routes the streams of audio wave data to the
17 corresponding audio buffer.

18
19 **2-3. (canceled)**

20
21 **4. (currently amended)** ~~A script file~~ One or more computer
22 readable media as recited in claim 1, wherein the audio content is generated as the
23 audio rendition when a script processor executes the script file and determines that
24 the content label corresponds to the text label.
25

1
2 5. (currently amended) ~~A script file~~ One or more computer
3 readable media as recited in claim 1, wherein: further comprising computer
4 executable instructions that, when executed, direct the computing-based audio
5 generation system to initiate a second audio rendition when, during execution of
6 the text section of the script file, includes a second text label to designate
7 designates when to initiate the second audio rendition from additional audio
8 content maintained within the script file, the additional audio content being
9 identified in the script file by a reference that is identified with a reference label
10 corresponding to the second text label, where the additional audio content is auto-
11 referable and generated as the second audio rendition during execution of the text
12 section of the script file. ~~a second point during execution of the script sequence~~
13 ~~when a second audio rendition is to be initiated;~~

14 ~~the container is further configured to maintain a reference to additional~~
15 ~~audio content, the reference identified in the container with a reference label~~
16 ~~corresponding to the second text label; and~~

17 ~~the additional audio content being auto-referable and generated as the~~
18 ~~second audio rendition at the designated second point during execution of the~~
19 ~~script sequence when the script file is executed.~~

20
21 6. (currently amended) ~~A script file~~ One or more computer
22 readable media as recited in claim 5, wherein the additional audio content is
23 generated as the second audio rendition when a script processor executes the script
24 file and determines that the reference label corresponds to the second text label.
25

1
2 7. (canceled)

3
4 8. (currently amended) ~~A script file~~ One or more computer
5 readable media as recited in claim 1, ~~wherein:~~ further comprising computer
6 executable instructions that, when executed, direct the computing-based audio
7 generation system to initiate a second audio rendition when, during execution of
8 the text section of the script file, includes at least a second text label to designate
9 designates when to initiate the ~~a second point during execution of the script~~
10 ~~sequence when a second audio rendition is to be initiated; the container is further~~
11 ~~configured to maintain~~ from additional audio content maintained within the script
12 file, the additional audio content being identified in the ~~container~~ script file with a
13 second content label corresponding to the at least second text label; wherein

14 the audio content is generated as the audio rendition when a script
15 processor executes the script file and determines that the content label corresponds
16 to the text label; and

17 the additional audio content is generated as the second audio rendition
18 when the script processor executes the script file and determines that the second
19 content label corresponds to the at least second text label.

20
21 9-10. (canceled)

1 **11. (currently amended)** ~~A script file~~ One or more computer
2 readable media as recited in claim 1, wherein the interface methods of the
3 individual audio processing component are callable by the script file via an
4 iDispatch interface between the script file and the individual audio processing
5 component.

6
7 **12. (currently amended)** ~~A script file~~ One or more computer
8 readable media as recited in claim 1, ~~wherein the text section further includes an~~
9 ~~instruction set configured~~ further comprising computer executable instructions
10 that, when executed, direct the computing-based audio generation system to:

11 instantiate a performance manager that includes at least one audio segment
12 having one or more audio content components, each audio content component
13 configured to generate the audio instructions from the audio content; and

14 instantiate an audio rendition manager that includes the one or more audio
15 rendering components configured to process the audio instructions to render the
16 audio rendition corresponding to the audio content.

17
18 **13. (currently amended)** ~~A script file~~ One or more computer
19 readable media as recited in claim 12, ~~wherein~~ further comprising computer
20 executable instructions that, when executed, direct the computing-based audio
21 generation system to instantiate the performance manager is instantiated when an
22 application program initiates execution of the script file, the performance manager
23 being instantiated as a component object having an interface that is callable by the
24 application program.
25

1
2 **14. (currently amended)** ~~A script file~~ One or more computer
3 readable media as recited in claim 12, ~~wherein~~ further comprising computer
4 executable instructions that, when executed, direct the computing-based audio
5 generation system to instantiate the performance manager ~~is instantiated~~ as a
6 component object having interface methods that are callable by the script file via a
7 translation interface between the script file and the performance manager.

8
9 **15. (currently amended)** ~~A script file~~ One or more computer
10 readable media as recited in claim 14, wherein the translation interface is an
11 iDispatch application.

12
13 **16. (currently amended)** ~~A script file~~ One or more computer
14 readable media as recited in claim 12, ~~wherein~~ further comprising computer
15 executable instructions that, when executed, direct the computing-based audio
16 generation system to instantiate the audio rendition manager ~~is instantiated~~ when
17 an application program initiates execution of the script file, the audio rendition
18 manager being instantiated as a component object having an interface that is
19 callable by the application program.

1 17. (currently amended) ~~A script file~~ One or more computer
2 readable media as recited in claim 12, ~~wherein~~ further comprising computer
3 executable instructions that, when executed, direct the computing-based audio
4 generation system to instantiate the audio rendition manager ~~is instantiated~~ as a
5 component object having interface methods that are callable by the script file via a
6 translation interface between the script file and the audio rendition manager.

7
8 18. (currently amended) ~~A script file~~ One or more computer
9 readable media as recited in claim 17, wherein the translation interface is an
10 iDispatch application.

11
12 19. (currently amended) ~~A script file~~ One or more computer
13 readable media as recited in claim 12, ~~wherein~~ further comprising computer
14 executable instructions that, when executed, direct the computing-based audio
15 generation system ~~the text section includes a second instruction set configured to~~
16 monitor one or more parameters of the audio segment to determine when to input
17 the audio content to the audio segment to render the audio content.

1 20. (currently amended) ~~A script file~~ One or more computer
2 readable media as recited in claim 12, ~~wherein~~ further comprising computer
3 executable instructions that, when executed, direct the computing-based audio
4 generation system to instantiate the performance manager ~~is instantiated~~ when an
5 application program initiates execution of the script file, and ~~wherein the text~~
6 ~~section includes a second instruction set configured to~~ monitor one or more
7 parameters of the application program to determine when to input the audio
8 content to the audio segment to render the audio content.

9
10 21. (currently amended) ~~A script file~~ One or more computer
11 readable media as recited in claim 12, ~~wherein the text section includes a second~~
12 ~~instruction set configured~~ further comprising computer executable instructions
13 that, when executed, direct the computing-based audio generation system to
14 instantiate a script track as a component of the audio segment, the script track
15 configured to monitor one or more parameters of the audio segment to determine
16 when to input the audio content to the audio segment to render the audio content.

1 **22. (currently amended)** ~~A script file~~ One or more computer
2 readable media as recited in claim 12, ~~wherein~~ further comprising computer
3 executable instructions that, when executed, direct the computing-based audio
4 generation system to instantiate the performance manager ~~is instantiated~~ when an
5 application program initiates execution of the script file, and ~~wherein the text~~
6 ~~section includes a second instruction set configured to~~ instantiate a script track as a
7 component of the audio segment, the script track configured to monitor one or
8 more parameters of the application program to determine when to input the audio
9 content to the audio segment to render the audio content.

10
11 **23-43. (canceled)**
12
13
14
15
16
17
18
19
20
21
22
23
24
25

1 **44. (previously presented)** A method for managing audio generation
2 with a script file, comprising:

3 instantiating a performance manager that includes at least one audio
4 segment having one or more audio content components, each audio content
5 component generating audio instructions from received audio content; and

6 instantiating an audio rendition manager that includes one or more audio
7 rendering components for processing the audio instructions to generate an audio
8 rendition corresponding to the audio content, the one or more audio rendering
9 components of the audio rendition manager including a synthesizer component to
10 process the audio instructions to generate streams of audio wave data, audio
11 buffers to process the audio wave data, and logical buses that each correspond to
12 one of the audio buffers, where each of the multiple streams of audio wave data
13 are assigned to one or more of the logical buses such that a logical bus receives
14 one or more of the streams of audio wave data from the synthesizer component
15 and routes the streams of audio wave data to the corresponding audio buffer.

16
17 **45. (original)** A method for managing audio generation as recited in
18 claim 44, wherein instantiating the performance manager is in response to an
19 application program initiating execution of the script file.

20
21 **46. (original)** A method for managing audio generation as recited in
22 claim 45, wherein the performance manager is instantiated as a component object
23 having an interface that is callable by the application program.
24
25

1 **47. (original)** A method for managing audio generation as recited in
2 claim 44, wherein the performance manager is instantiated as a component object
3 having interface methods that are callable by the script file via a translation
4 interface between the script file and the performance manager.

5
6 **48. (original)** A method for managing audio generation as recited in
7 claim 47, wherein the translation interface is an iDispatch application.

8
9 **49. (original)** A method for managing audio generation as recited in
10 claim 44, wherein instantiating the audio rendition manager is in response to an
11 application program initiating execution of the script file.

12
13 **50. (original)** A method for managing audio generation as recited in
14 claim 49, wherein the audio rendition manager is instantiated as a component
15 object having an interface that is callable by the application program.

16
17 **51. (original)** A method for managing audio generation as recited in
18 claim 44, wherein the audio rendition manager is instantiated as a component
19 object having interface methods that are callable by the script file via a translation
20 interface between the script file and the audio rendition manager.

21
22 **52. (original)** A method for managing audio generation as recited in
23 claim 51, wherein the translation interface is an iDispatch application.

1 **53. (original)** A method for managing audio generation as recited in
2 claim 44, wherein instantiating the performance manager is in response to an
3 application program initiating execution of the script file, and the method further
4 comprising monitoring one or more parameters of the application program to
5 determine when to input the audio content to the audio segment.

6
7 **54. (original)** A method for managing audio generation as recited in
8 claim 44, further comprising monitoring one or more parameters of the audio
9 segment to determine when to input the audio content to the audio segment.

10
11 **55. (original)** A method for managing audio generation as recited in
12 claim 44, further comprising instantiating a script track as a component of the
13 audio segment, the script track monitoring one or more parameters of the audio
14 segment to determine when to input the audio content to the audio segment.

15
16 **56. (original)** A method for managing audio generation as recited in
17 claim 44, wherein instantiating the performance manager is in response to an
18 application program initiating execution of the script file, and the method further
19 comprising instantiating a script track as a component of the audio segment, the
20 script track monitoring one or more parameters of the application program to
21 determine when to input the audio content to the audio segment.

1 **57. (original)** One or more computer-readable media comprising
2 computer-executable instructions that, when executed, direct a computing system
3 to perform the method of claim 44.

4
5 **58. (original)** One or more computer-readable media comprising
6 computer-executable instructions that, when executed, direct a computing system
7 to perform the method of claim 47.

8
9 **59. (original)** One or more computer-readable media comprising
10 computer-executable instructions that, when executed, direct a computing system
11 to perform the method of claim 51.

12
13 **60. (original)** One or more computer-readable media comprising
14 computer-executable instructions that, when executed, direct a computing system
15 to perform the method of claim 55.
16
17
18
19
20
21
22
23
24
25

1 **61. (previously presented)** One or more computer-readable media
2 comprising computer executable instructions that, when executed, direct a
3 computing system to perform a method comprising:

4 executing a multimedia application;

5 rendering a video event of the multimedia application;

6 receiving a request from the multimedia application to create an audio
7 generation system to generate an audio rendition corresponding to the video event;

8 in response to receiving the request, executing a script file to create the
9 audio generation system, the script file comprising computer executable
10 instructions that further direct the computing system to perform:

11 instantiating a performance manager that includes at least one audio
12 segment having one or more audio content components, each audio content
13 component generating audio instructions from received audio content; and

14 instantiating an audio rendition manager that includes one or more
15 audio rendering components for processing the audio instructions to
16 generate the audio rendition, the one or more audio rendering components
17 of the audio rendition manager including a synthesizer component to
18 process the audio instructions to generate streams of audio wave data, audio
19 buffers to process the audio wave data, and logical buses that each
20 correspond to one of the audio buffers, where each of the multiple streams
21 of audio wave data are assigned to one or more of the logical buses such
22 that a logical bus receives one or more of the streams of audio wave data
23 from the synthesizer component and routes the streams of audio wave data
24 to the corresponding audio buffer.
25

1 **62. (previously presented)** One or more computer-readable media as
2 recited in claim 61, wherein the performance manager is instantiated as a
3 component object having an interface that is callable by the script file.

4
5 **63. (original)** One or more computer-readable media as recited in
6 claim 61, wherein the performance manager is instantiated as a component object
7 having interface methods that are callable by the script file via a translation
8 interface between the script file and the performance manager.

9
10 **64. (previously presented)** One or more computer-readable media as
11 recited in claim 61, wherein the audio rendition manager is instantiated as a
12 component object having an interface that is callable by the script file.

13
14 **65. (original)** One or more computer-readable media as recited in
15 claim 61, wherein the audio rendition manager is instantiated as a component
16 object having interface methods that are callable by the script file via a translation
17 interface between the script file and the audio rendition manager.

18
19 **66. (original)** One or more computer-readable media as recited in
20 claim 61, wherein the script file further comprises computer executable
21 instructions that further direct the computing system to perform instantiating a
22 script track as a component of the audio segment, the script track monitoring one
23 or more parameters of the audio segment to determine when to input the received
24 audio content to the audio segment.
25

1
2 **67. (previously presented)** One or more computer-readable media as
3 recited in claim 61, wherein the script file further comprises computer executable
4 instructions that further direct the computing system to perform instantiating a
5 script track as a component of the audio segment, the script track monitoring one
6 or more parameters of the multimedia application to determine when to input the
7 received audio content to the audio segment.
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24
25

1 Please add new claims 68-73 as follows:

2
3 **68. (new)** One or more computer readable media comprising
4 computer executable instructions that, when executed as a script file, direct an
5 audio generation system to:

6 instantiate a performance manager that includes at least one audio segment
7 having one or more audio content components, each audio content component
8 configured to generate audio instructions from received audio content; and

9 instantiate an audio rendition manager that includes one or more audio
10 rendering components configured to process the audio instructions to generate an
11 audio rendition corresponding to the audio content, the one or more audio
12 rendering components of the audio rendition manager including a synthesizer
13 component to process the audio instructions to generate streams of audio wave
14 data, audio buffers to process the audio wave data, and logical buses that each
15 correspond to one of the audio buffers, where each of the multiple streams of
16 audio wave data are assigned to one or more of the logical buses such that a
17 logical bus receives one or more of the streams of audio wave data from the
18 synthesizer component and routes the streams of audio wave data to the
19 corresponding audio buffer.
20
21
22
23
24
25

1 **69. (new)** One or more computer readable media as recited in
2 claim 68, further comprising computer executable instructions that, when
3 executed, direct the audio generation system to instantiate the performance
4 manager and the audio rendition manager when an application program initiates
5 execution of the script file, the performance manager being instantiated as a
6 component object having an interface that is callable by the application program,
7 and the audio rendition manager being instantiated as a component object having
8 an interface that is callable by the application program.

9
10 **70. (new)** One or more computer readable media as recited in
11 claim 68, further comprising computer executable instructions that, when
12 executed, direct the audio generation system to instantiate the performance
13 manager as a component object having interface methods that are callable by the
14 script file via a translation interface between the script file and the performance
15 manager, and to instantiate the audio rendition manager as a component object
16 having interface methods that are callable by the script file via the translation
17 interface between the script file and the audio rendition manager.

18
19 **71. (new)** One or more computer readable media as recited in
20 claim 68, further comprising computer executable instructions that, when
21 executed, direct the audio generation system to determine when to input the audio
22 content to the audio segment to generate the audio rendition.

1 72. (new) One or more computer readable media as recited in
2 claim 68, further comprising computer executable instructions that, when
3 executed, direct the audio generation system to instantiate a script track as a
4 component of the audio segment, the script track configured to monitor one or
5 more parameters of the audio segment to determine when to input the audio
6 content to the audio segment to generate the audio rendition.

7
8 73. (new) One or more computer readable media as recited in
9 claim 68, further comprising computer executable instructions that, when
10 executed, direct the audio generation system to instantiate the performance
11 manager and the audio rendition manager when an application program initiates
12 execution of the script file, and to instantiate a script track as a component of the
13 audio segment, the script track configured to monitor one or more parameters of
14 the application program to determine when to input the audio content to the audio
15 segment to generate the audio rendition.